AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Original) A system for building a software system, the building system comprising:

a first component for building a list of file names of published files to be shared by a plurality of build machines employed in building the software system; and

a second component for distributing to one or more of the build machines one or more published files, identified in the list of file names, that are to be stored persistently by the one or more build machines.

2. (Original) The system of claim 1, wherein the first component, the second component and the one or more build machines execute on a single computer.

3. (Original) The system of claim 1, wherein the first component, the second component and the one or more build machines execute on a plurality of computers.

4. (Original) The system of claim 1, wherein each of the first component, the second component and the one or more build machines execute on separate computers.

5. (Withdrawn)

6. (Withdrawn)

7. (Original) The system of claim 1, stored on a computer readable medium.

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8. (Original) The system of claim 1, wherein the list of published file names of files is a list of pathnames.

9. (Original) The system of claim 1, wherein the second component initiates file transfers within the system for building a software system.

10. (Original) The system of claim 1, wherein one or more of the build machines initiates file transfers within the system for building a software system.

11. (Original) The system of claim 1, wherein a process other than the first component, the second component or the one or more build machines initiates file transfers within the system for building a software system.

12. (Original) The system of claim 1, wherein the first component builds a list of updates to files to be shared by the plurality of build machines and the second component distributes to one or more of the build machines updates to one or more files that are stored persistently by the one or more build machines.

13. (Original) The system of claim 1, further comprising a first data structure for storing the list of published file names.

14. (Original) The system of claim 13, wherein the data structure is a hash.

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15. (Original) A system for building a software system employing a plurality of build machines, the building system comprising:

a component for broadcasting to one or more of the build machines one or more published build files that are stored persistently by a set of the one or more build machines; and

a component for selectively receiving and storing persistently one or more of the broadcast published build files. ;.

16. (Original) The system of claim 15, wherein the component for broadcasting the one or more published build files and the one or more build machines execute on one computer.

17. (Original) The system of claim 15, wherein the component for broadcasting the one or more published build files and the one or more build machines execute on a plurality of computers.

18. (Original) The system of claim 15, wherein each of the components for broadcasting the one or more published build files and the one or more build machines execute on separate computers.

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19. (Currently amended) A method for building a software system comprising:

collecting from one or more build machines, one or more file names corresponding to the one or more build files;

determining which of the one or more build files the one or more ~~buildmachines~~ build machines are to send to a post build machine;

persistently storing the one or more build files on the one or more build machines;

sending to the one or more build machines a list of file names of build files to be sent to the post build machine;

sending the one or more build files to the post build machine;

determining which of the one or more build files the one or more build machines are to receive from the post build machine;

sending to the one or more build machines a list of file names of build files to be received from the post build machine;

distributing one or more build files to the one or more build machines; and

persistently storing the one or more build files distributed to the one or more build machines.

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20. (Re-presented – formerly dependent claim # 20) A computer-readable medium having stored thereon computer-executable instructions ~~for performing the method recited in claim 19~~ comprising:

    collecting from one or more build machines, one or more file names corresponding to the one or more build files;

    determining which of the one or more build files the one or more build machines are to send to a post build machine;

    persistently storing the one or more build files on the one or more build machines;

    sending to the one or more build machines a list of file names of build files to be sent to the post build machine;

    sending the one or more build files to the post build machine;

    determining which of the one or more build files the one or more build machines are to receive from the post build machine;

    sending to the one or more build machines a list of file names of build files to be received from the post build machine;

    distributing one or more build files to the one or more build machines; and

    persistently storing the one or more build files distributed to the one or more build machines.

21. (Original) A method for building a software system comprising:

    collecting one or more build files from one or more build machines; and

    distributing the one or more build files to the one or more build machines.

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22. (Original) The method of claim 21, wherein distributing the one or more build files further comprises:

broadcasting the one or more build files to the one or more build machines.

23. (Original) The method of claim 22, wherein collecting the one or more build files from the one or more build machines further comprises:

determining which of the broadcast build files to store persistently; and

persistently storing one or more of the broadcast files.

24. (Re-presented – formerly dependent claim # 24) A computer-readable medium having stored thereon computer-executable instructions ~~for performing the method recited in claim 23~~ comprising:

collecting one or more build files from one or more build machines;

distributing the one or more build files to the one or more build machines;

determining which of the transmitted build files to store persistently; and

persistently storing one or more of the transmitted files.

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25. (Currently amended) A system for building a software system comprising:

     means for collecting from one or more build machines, one or more file names corresponding to the one or more build files;

     means for determining which of the one or more build files the one or more build machines are to send to a post build machine;

     means for sending the one or more build files to the post build machine;

     means for determining which of the one or more build files the one or more build machines are to receive from the post build machine;

     means for sending to the one or more build machines a list of file names of build files to be sent to the one or more build machines and the build files to be received from the one or more build machines; ~~and~~

     means for distributing one or more build files to the one or more build machines; <u>and</u>

     <u>means for persistently storing one or more build files distributed to the one or more build machines.</u>

26-35. (Withdrawn)

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